

FIG.1 PRIOR ART

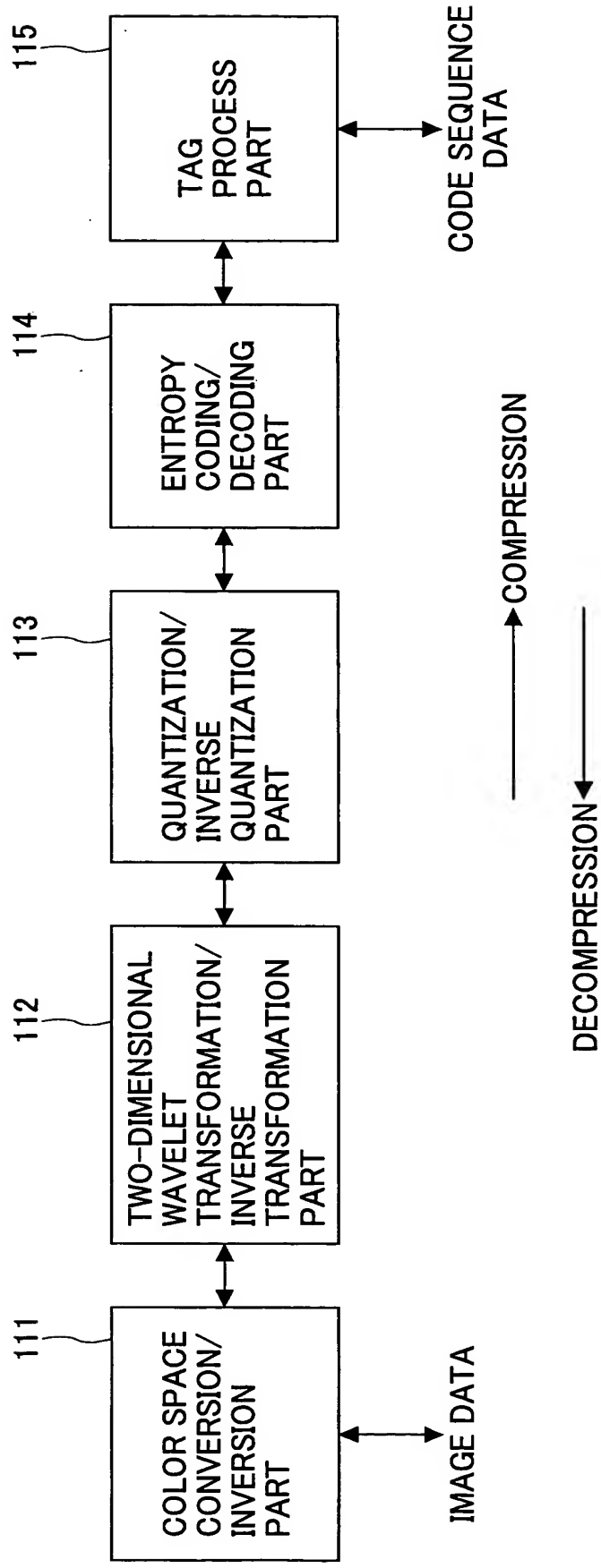


FIG.2 PRIOR ART

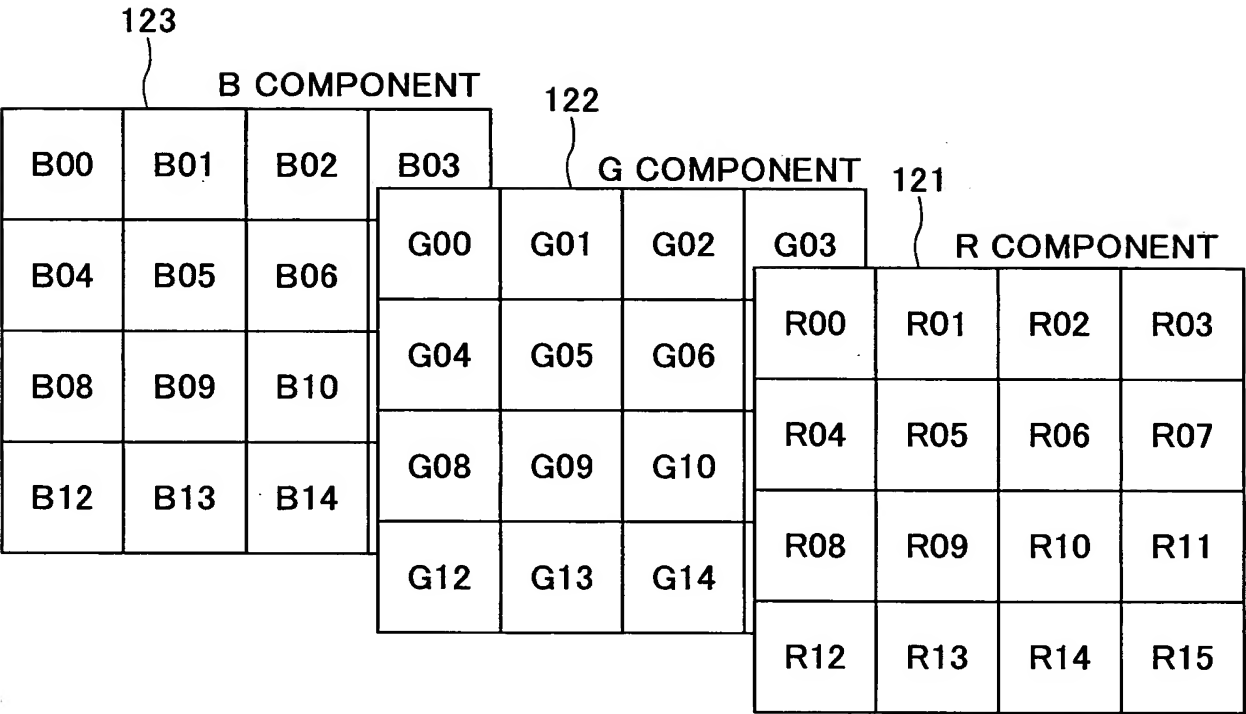


FIG.3 PRIOR ART

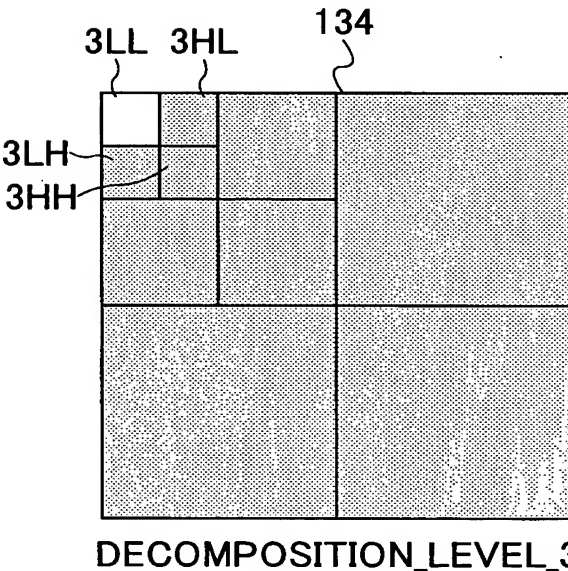
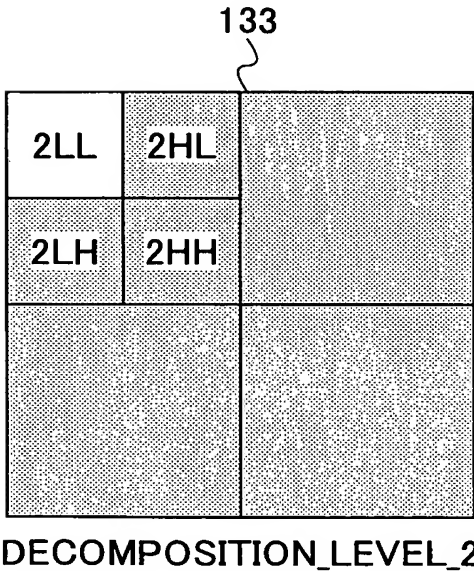
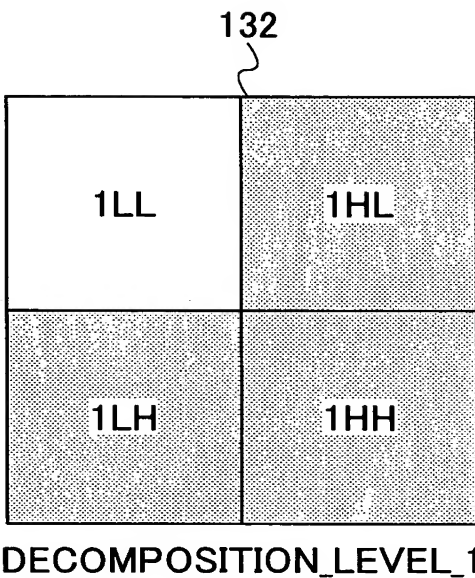
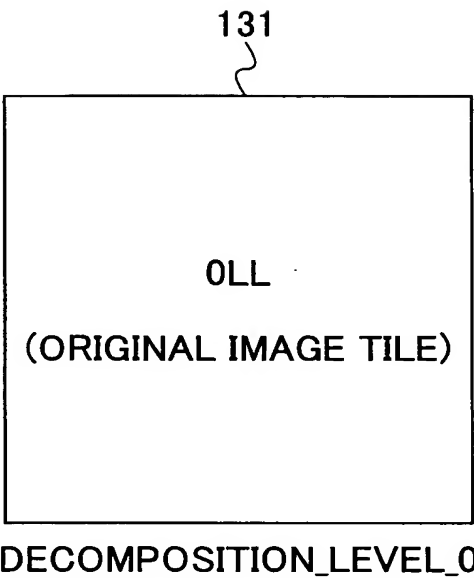


FIG.4 PRIOR ART

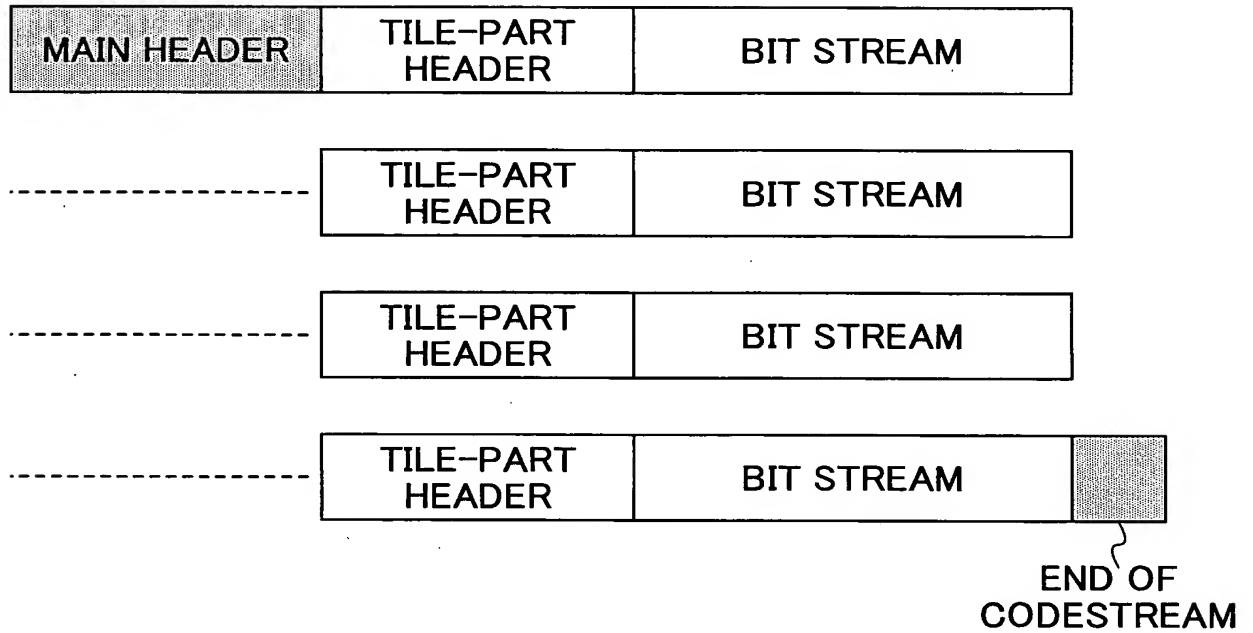


FIG.5 PRIOR ART

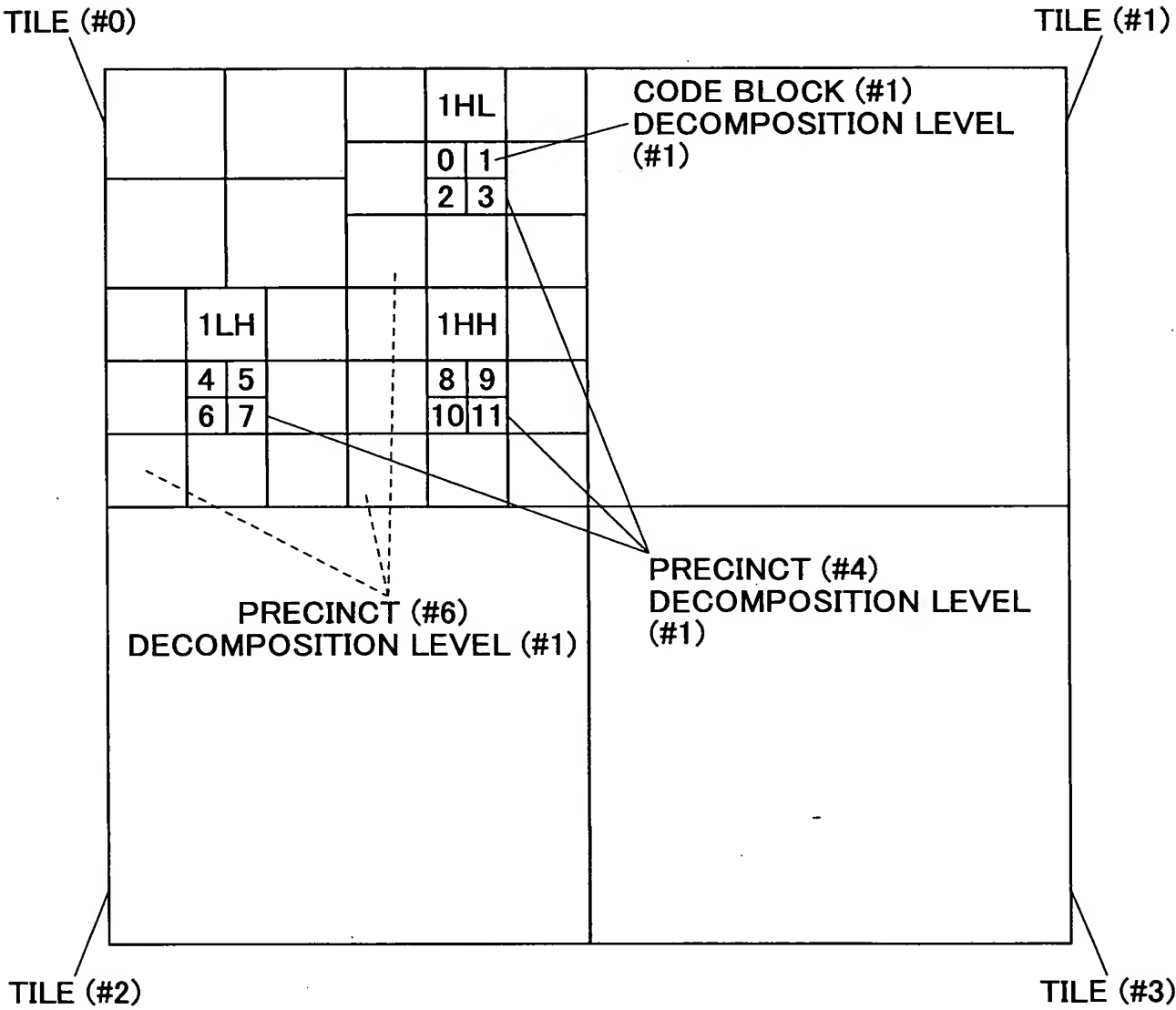


FIG.6 PRIOR ART

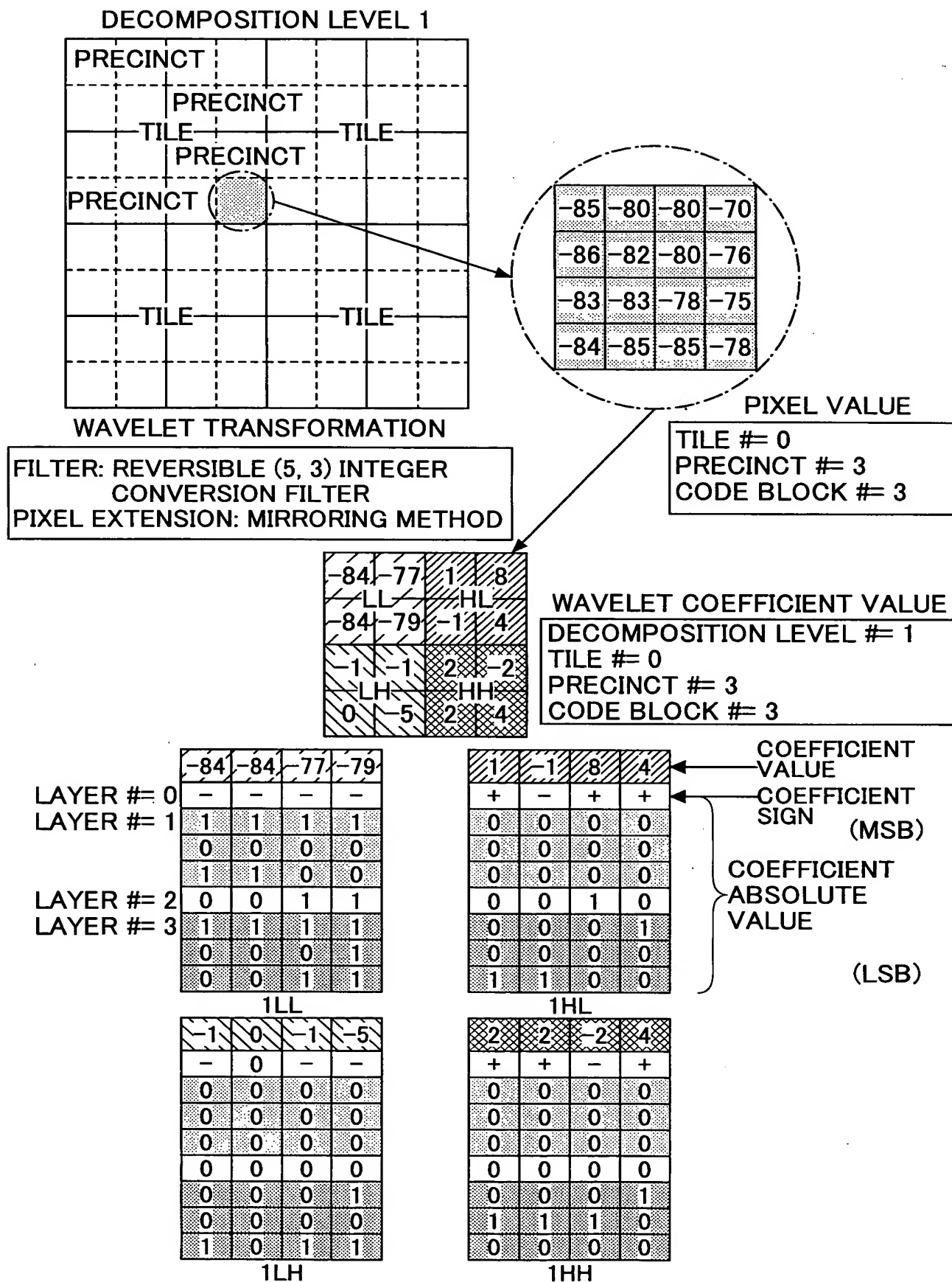
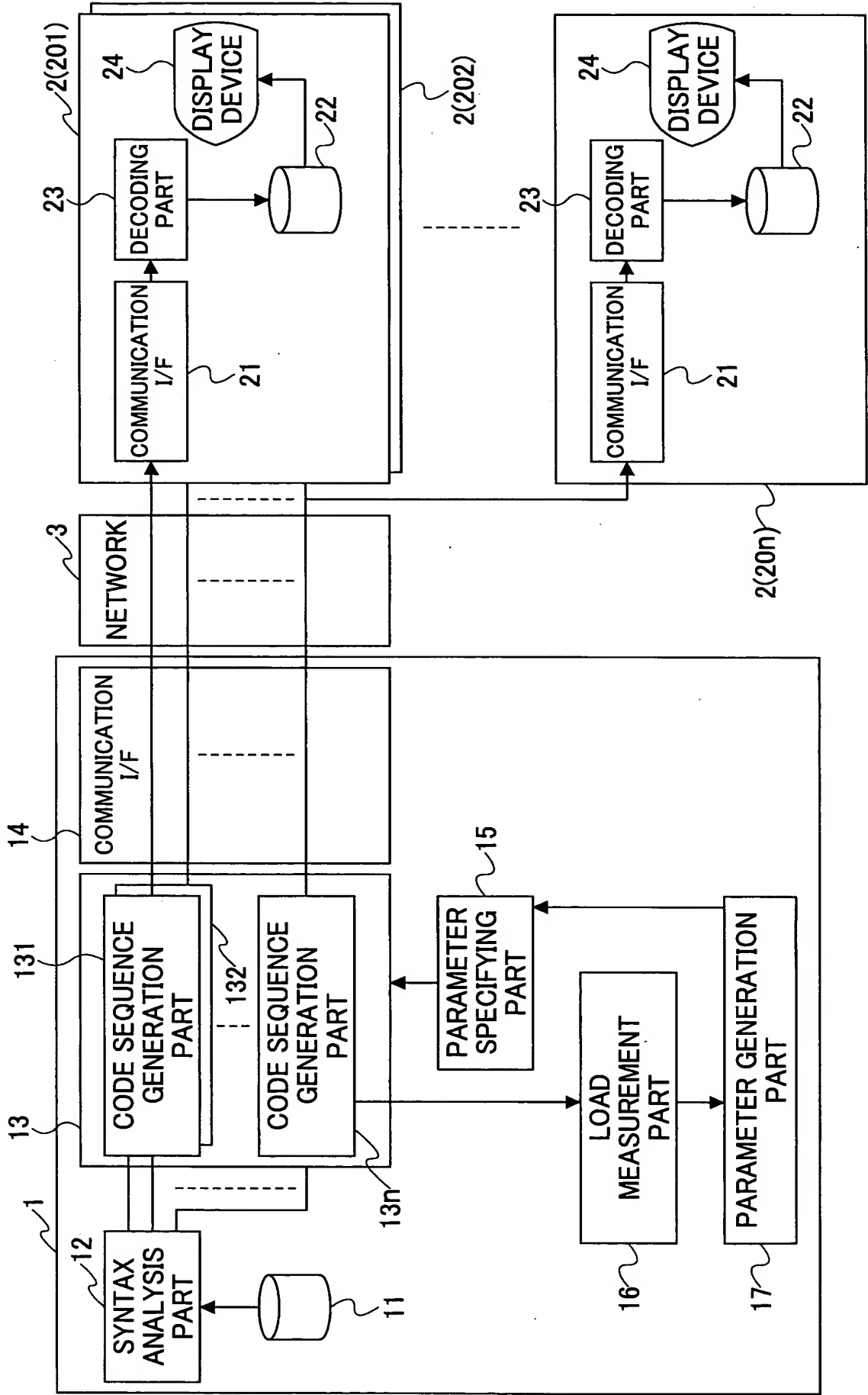


FIG. 7



The diagram illustrates a packet stream structure. It consists of five rows, each representing a frame. The first row is a shaded box labeled 'MAIN HEADER'. The subsequent four rows are white boxes, each divided into two parts: 'FRAME HEADER' and 'BIT STREAM 1' through 'BIT STREAM n'. To the right of each frame, a status is indicated: 'SEND' for the first, third, and fifth frames, and 'NOT SEND' for the second and fourth frames. A dashed line extends from the left of the fifth frame. A shaded box at the end of the fifth frame is labeled 'END OF CODESTREAM' with a bracket.

MAIN HEADER	FRAME HEADER	BIT STREAM 1	SEND
	FRAME HEADER	BIT STREAM 2	NOT SEND
	FRAME HEADER	BIT STREAM 3	SEND
	FRAME HEADER	BIT STREAM 4	NOT SEND
	FRAME HEADER	BIT STREAM n	SEND

END OF CODESTREAM

The diagram illustrates the structure of a bitstream. It consists of a sequence of frames. The first frame is a **MAIN HEADER**, which is shaded. This is followed by a series of frames, each containing a **FRAME HEADER** and a **BIT STREAM**. The frames are labeled **BIT STREAM 1**, **BIT STREAM 3**, **BIT STREAM 5**, and **BIT STREAM n**. A dashed line indicates that there are more frames between **BIT STREAM 5** and **BIT STREAM n**. The final frame is followed by a shaded box labeled **END OF CODESTREAM**.

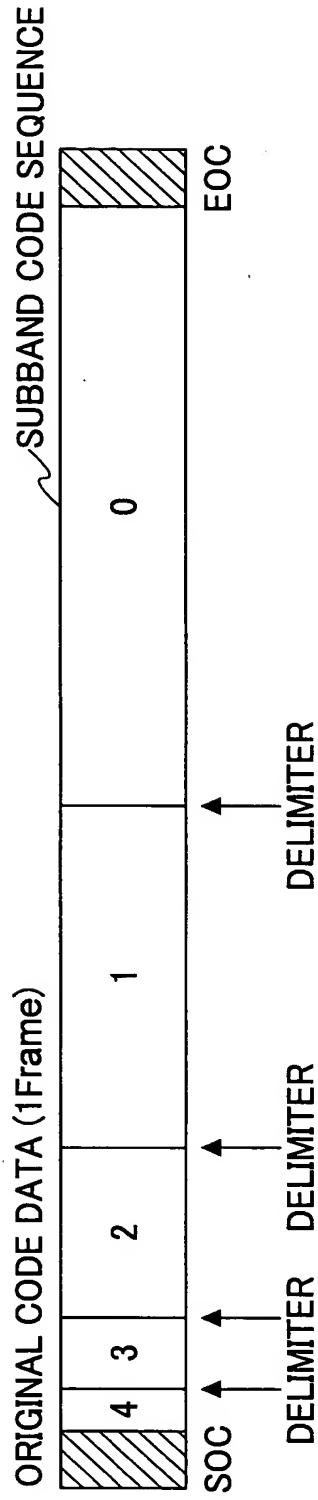


FIG. 9A

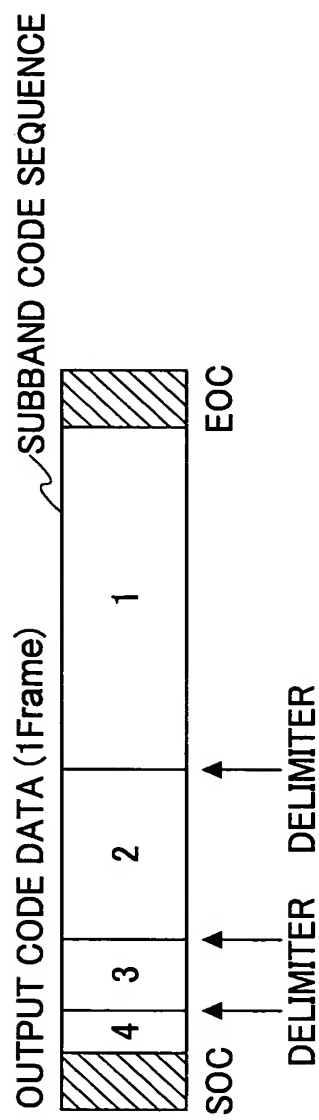


FIG. 9B

FIG.10A

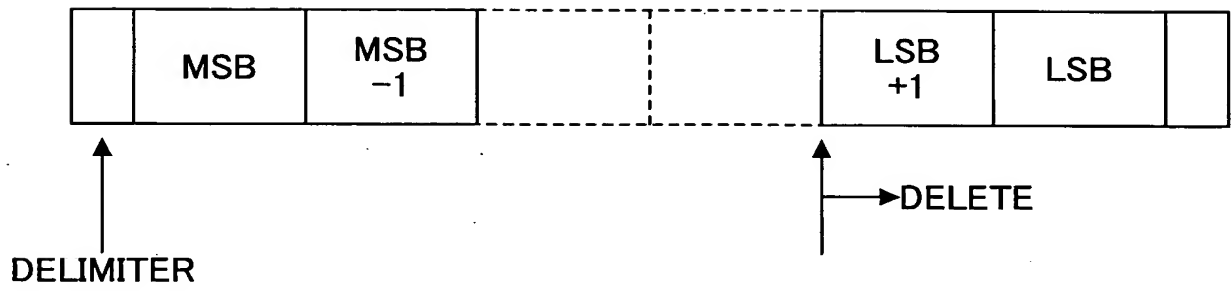


FIG.10B

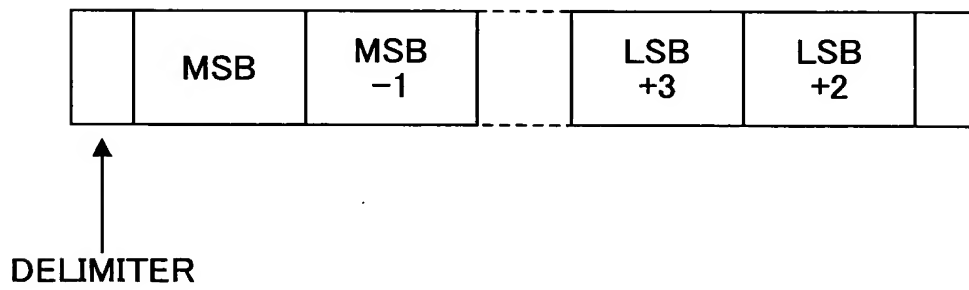


FIG.11

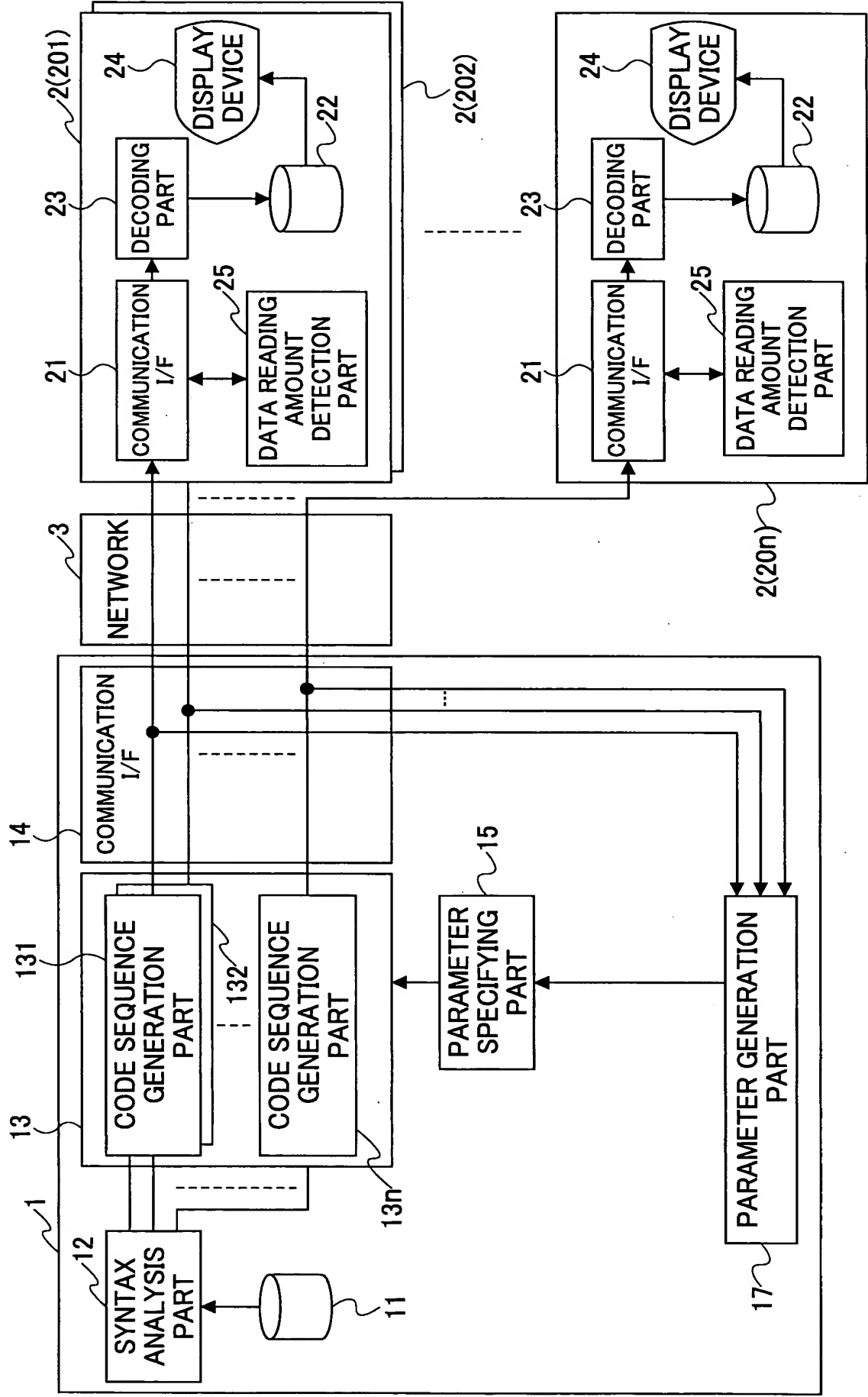


FIG.12

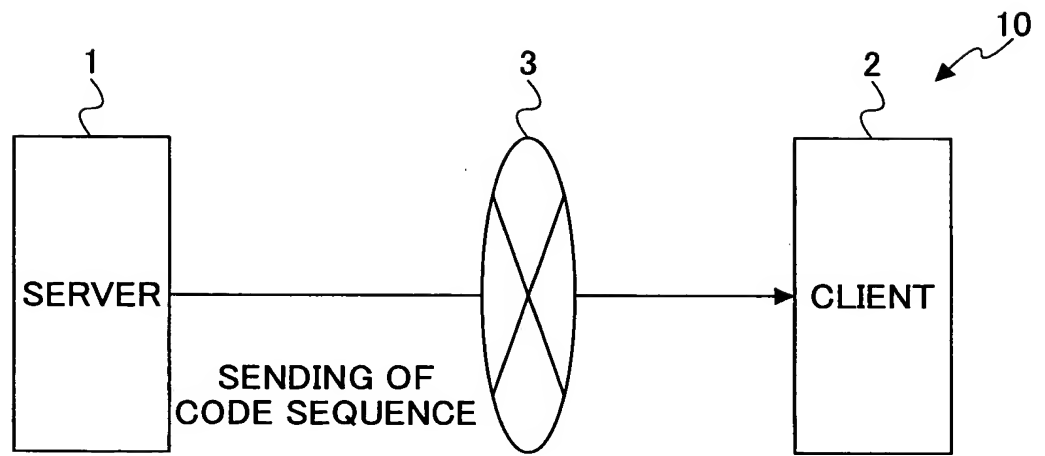


FIG.13

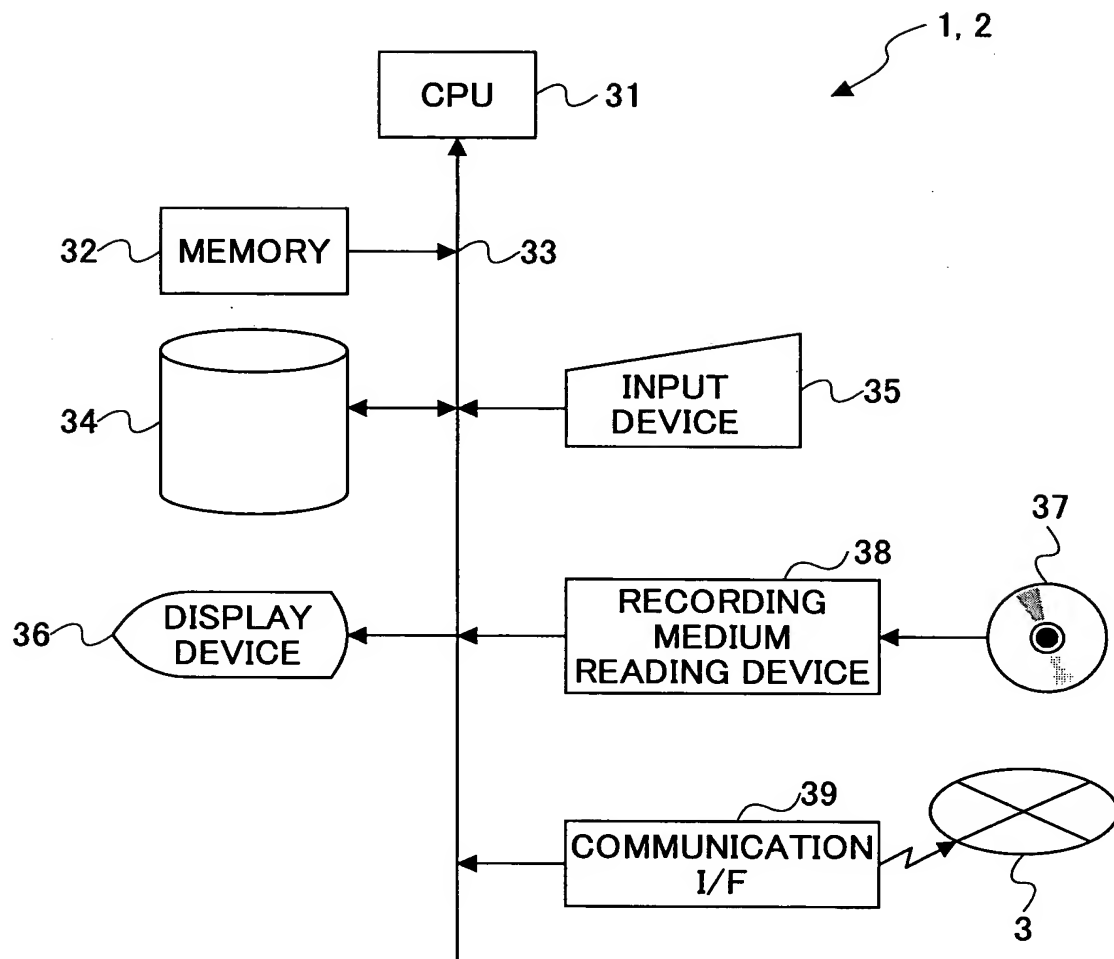


FIG.14

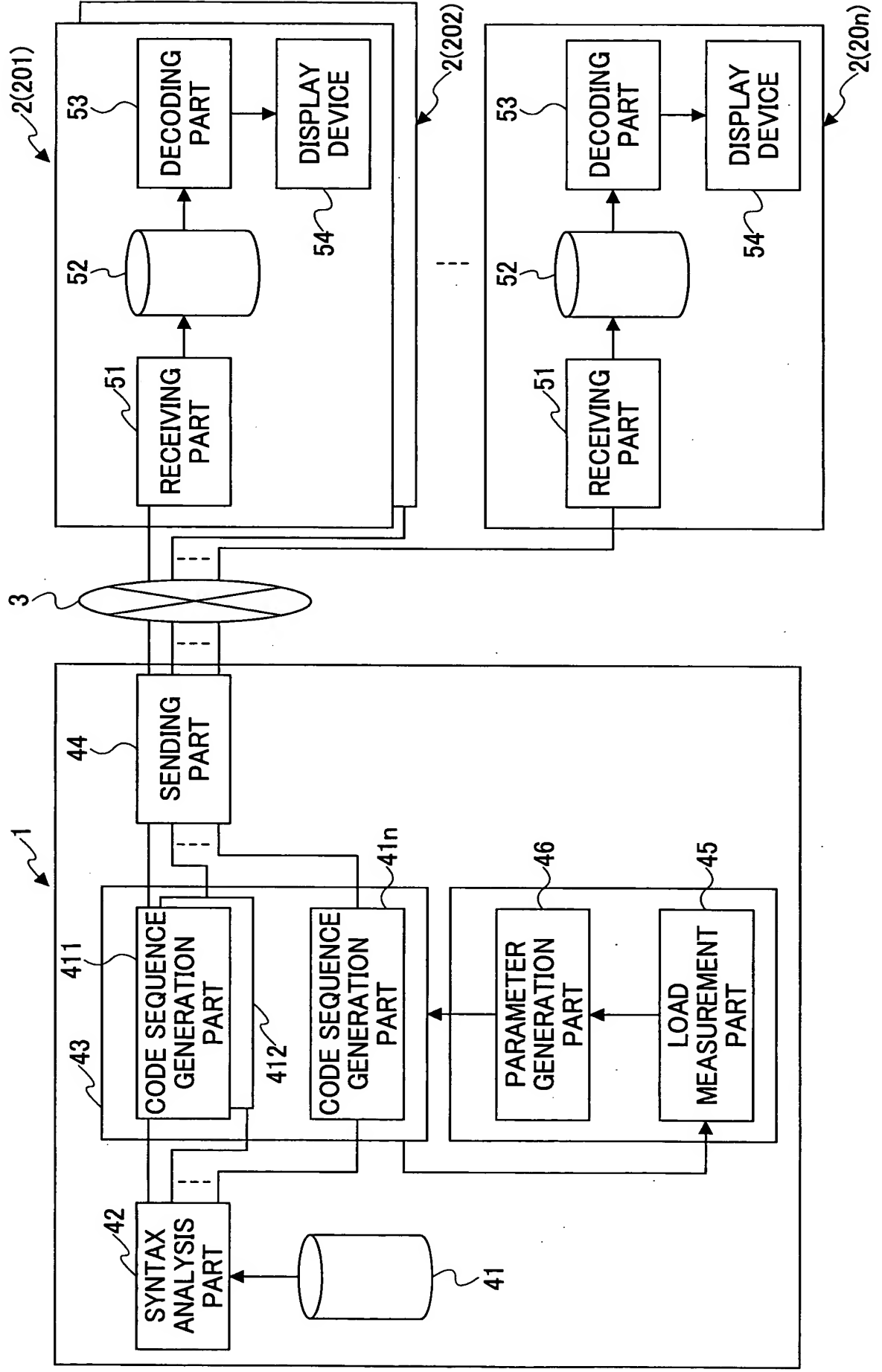


FIG.15

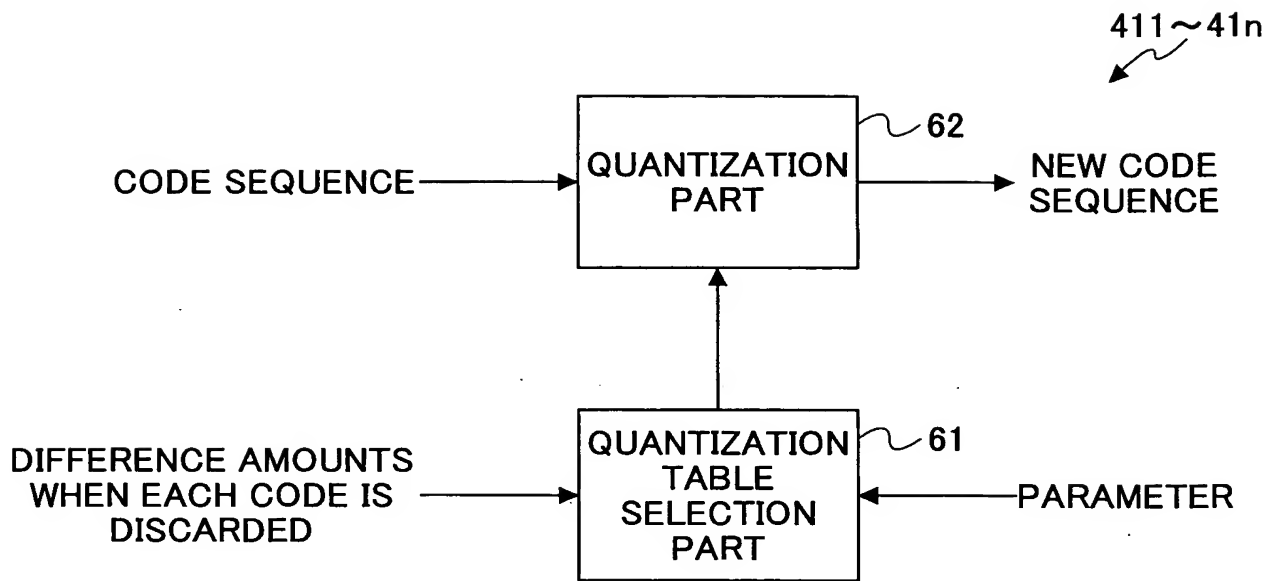


FIG.16

COEFFICIENT	1bit	2bit	3bit	4bit
1HH	0.1	0.2	0.3	0.4
1LH	0.4	0.5	0.6	0.7
1HL	0.4	0.5	0.6	0.7
2HH	0.4	0.5	0.6	0.7
2LH	0.8	1.0	1.2	1.4

WAVELET TRANSFORM COEFFICIENT	NUMBER OF QUANTIZATION BITS
1HH	5
1LH	3
1HL	3
2HH	3
2LH	2
2HL	2
3HH	2
3LH	1
3HL	1
3LL	0

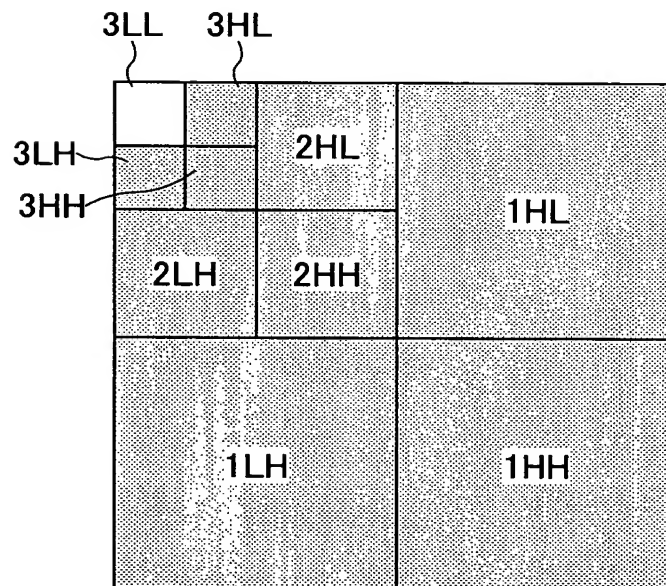


FIG.19

INDEX	QUANTIZATION TABLE
1	0, 0, 0, 0 0
2	1, 0, 0, 0 0
3	1, 1, 0, 0 0
4	1, 1, 1, 0 0
5	2, 1, 1, 0 0
⋮	
X	5, 3, 3, 3, 2, 2, 2, 1, 1, 0
⋮	
Y	8, 8, 8 0

FIG.20

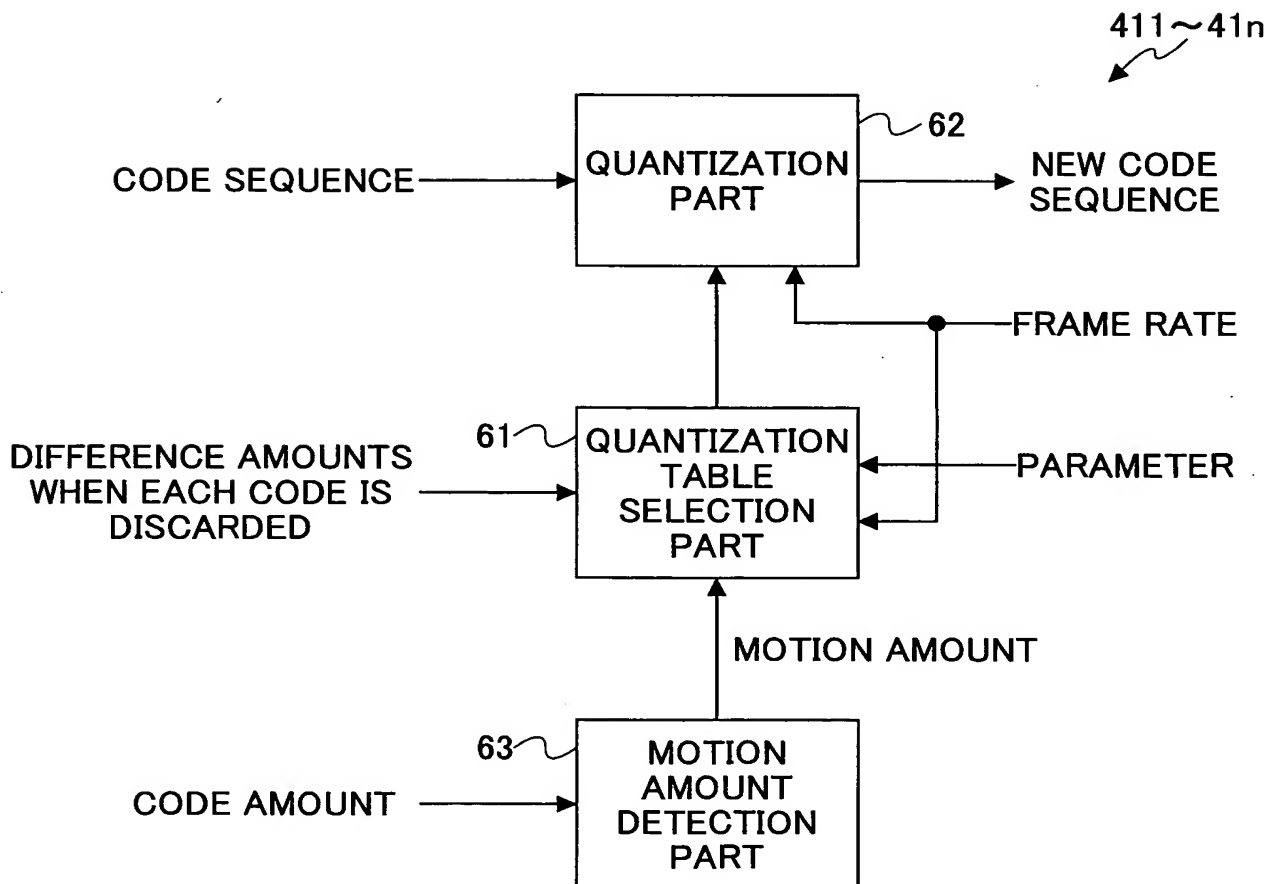


FIG.21A

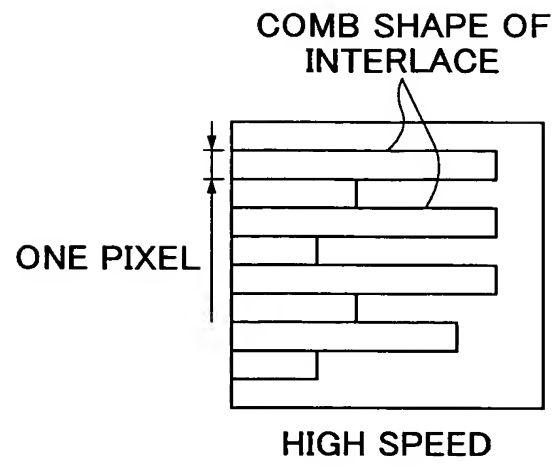


FIG.21B

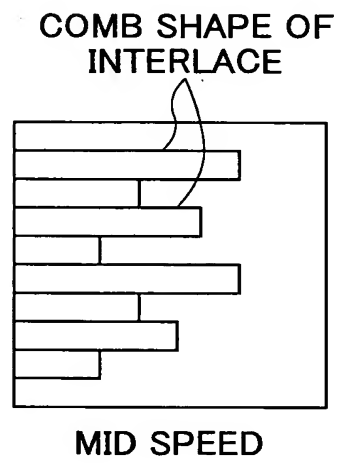


FIG.21C

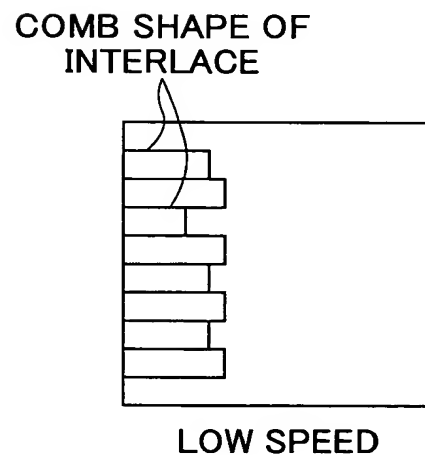


FIG.22

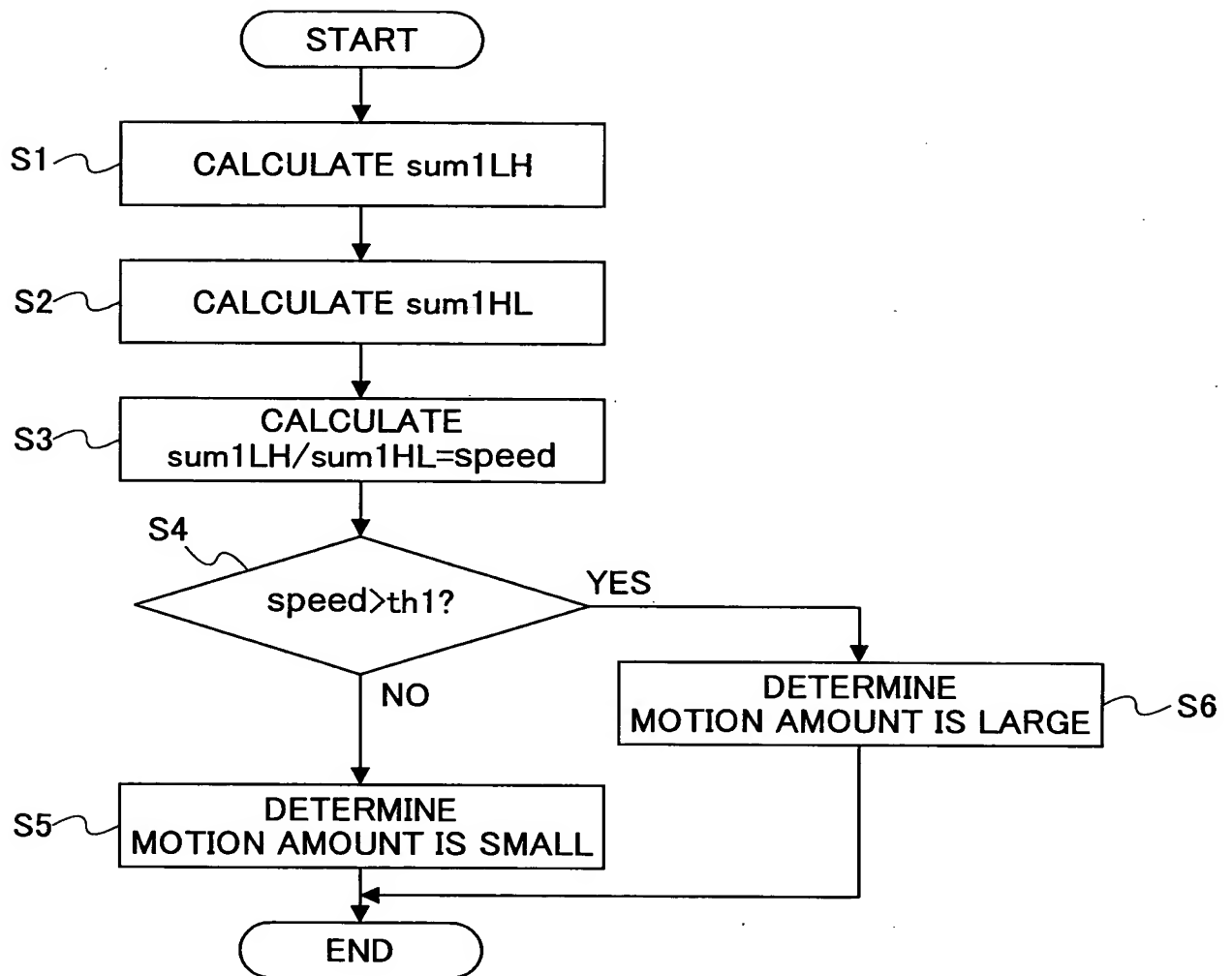


FIG.23

	HIGH SPEED	LOW SPEED
HIGH FRAME RATE	KEEP COMB SHAPE (KEEP 1LH MORE THAN 1HL)	DO NOT KEEP COMB SHAPE (KEEP 1LH AND 1HL SIMILARLY)
LOW FRAME RATE	DO NOT KEEP COMB SHAPE (KEEP 1LH AND 1HL SIMILARLY)	DO NOT KEEP COMB SHAPE (KEEP 1LH AND 1HL SIMILARLY)

FIG.24

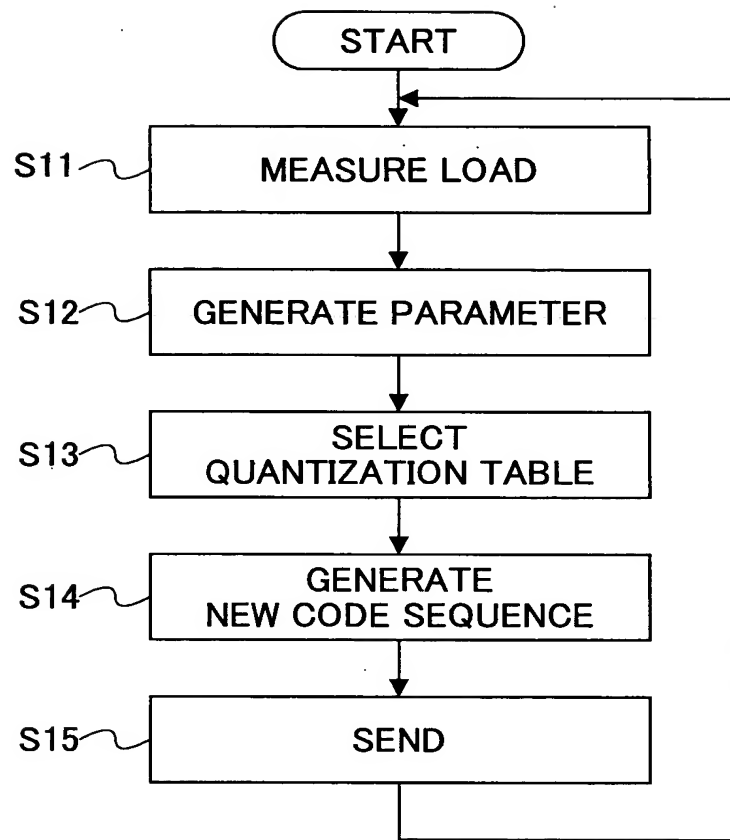


FIG.25

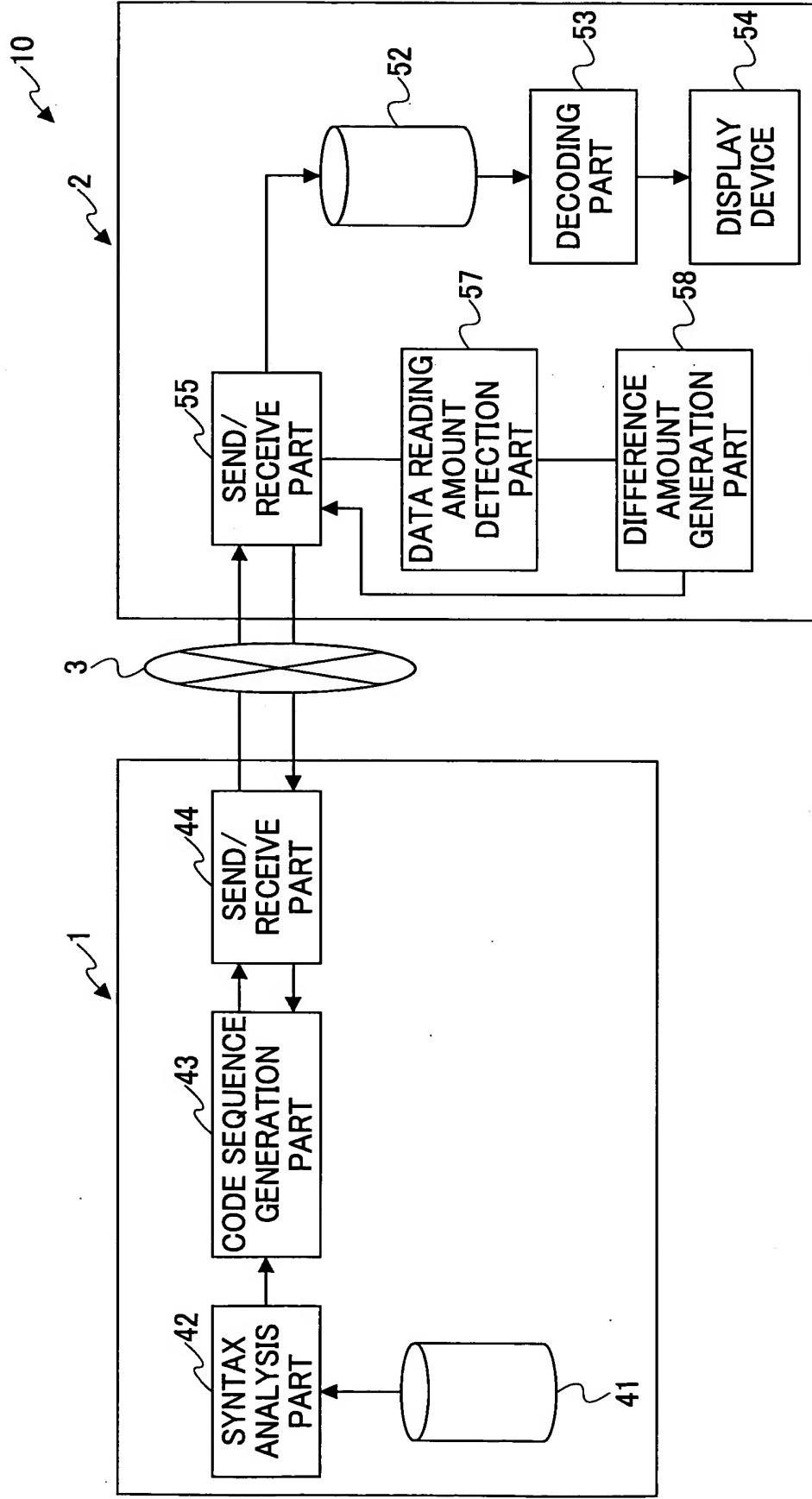


FIG.26

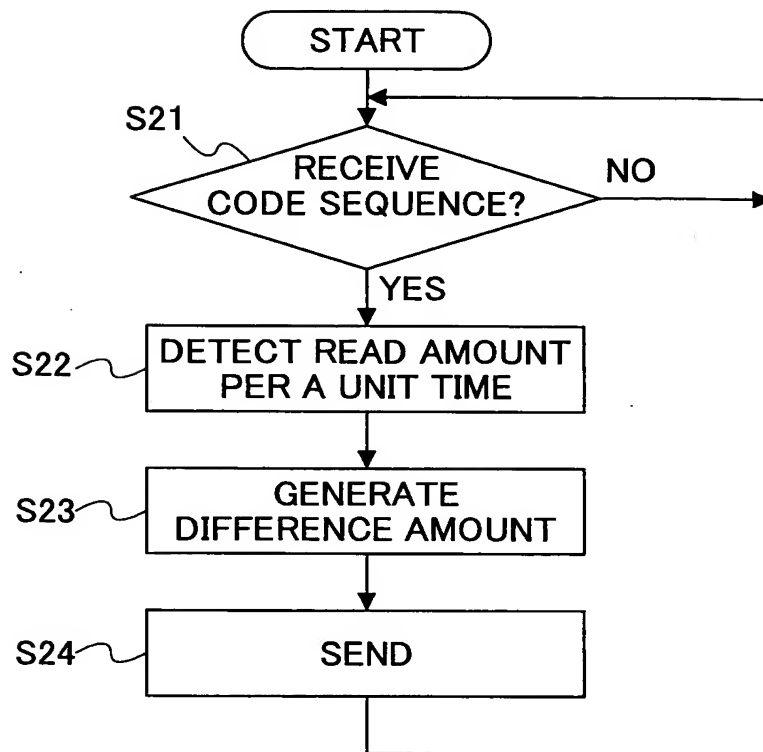


FIG.27

